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⚠ WARNING ⚠

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System™ ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

FCI™

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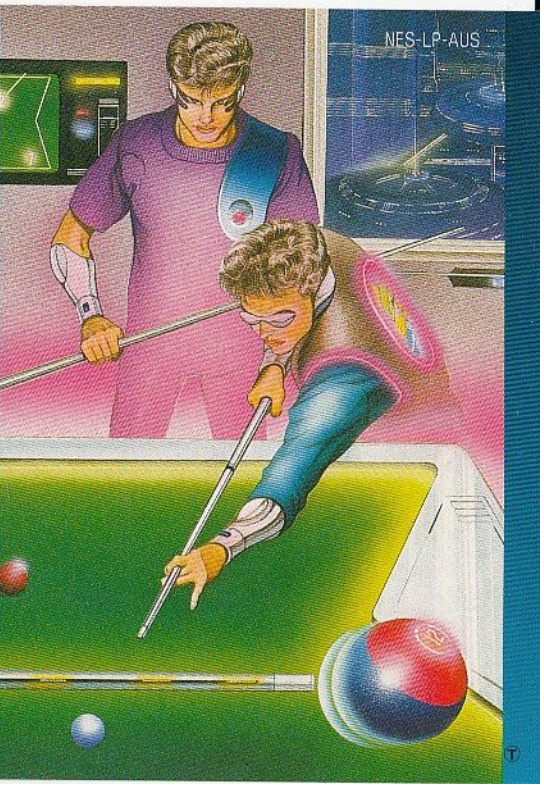
FOR PLAY ON THE
Nintendo
ENTERTAINMENT SYSTEM™

Printed in Japan

Lunar Pool™



FCI

Please read this instruction booklet to ensure proper handling of your new game; then save the booklet for future reference.

PRECAUTIONS

1. This is a high precision game. It should not be played or stored in places that are very hot or cold. Never hit it or drop it.
2. Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

THIS SEAL IS YOUR ASSURANCE THAT NINTENDO® HAS REVIEWED THIS PRODUCT AND THAT IT HAS MET OUR STANDARDS FOR EXCELLENCE IN WORKMANSHIP, RELIABILITY AND ENTERTAINMENT VALUE. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO ENTERTAINMENT SYSTEM™

This game is licensed by Nintendo® for play on the Nintendo ENTERTAINMENT SYSTEM™

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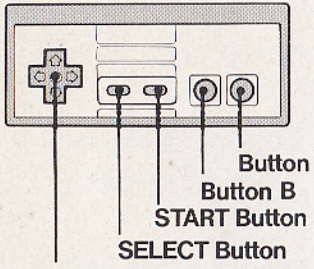
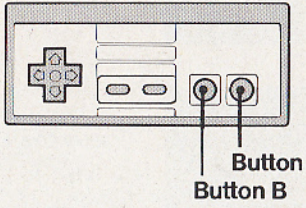
NAME OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

CONTROLLER 1

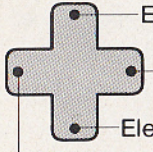


CONTROLLER 2



Use Controller 1 for 1 player games
Use Controller 1 and 2 for 2 player games

Button A / Button B hits the ball

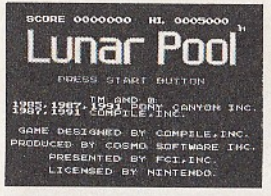


Electronic cue stick lengthens

Electronic cue stick rotates clockwise

Electronic cue stick shortens

Electronic cue stick rotates counterclockwise



Press the START button when the screen shows the game title to recall the game menu.

Press the RECALL button to choose the game you wish to play: 1-Player game, 2-Player game, and Game against the computer.

- Press ⬆⬇ in the game menu to choose a round you want to start.
- Press ⬅➡ to choose friction coefficients (FRICTION). FRICTION ranges from 00 to 255. The smaller the coefficient, the smoother and faster the balls roll. The standard coefficient is 32. When it is 00, the balls do not stop rolling at all.

GLOSSARY

- Cue ball ····· Ball that the player hits.
- Pool balls ····· Numbered balls that are shot into the pocket.
- Spare ball ····· Number of cue balls a player has. This is indicated as "Ball" on the game screen.
- Shot ····· If you fail to sink one pool ball into the pocket after three consecutive shots, you lose one spare ball. This is indicated by blue blinks on the screen.
- Rate ····· The rate of the game. If you sink pool balls consecutively. the rate increases.
- Friction ····· The smaller the number. the higher the speed. Surface smoothness ranges from 00-255.
- Power ····· Power increases when power lights light up. The speed of the cue ball is greatest when all power lights are blinking.

RULES

1. Start by hitting any pool ball on the screen.
2. You are given three (3) spare balls to start. You lose one spare ball if 1] You drop a cue ball into a pocket or 2] if you fail to sink a pool ball after three (3) consecutive shots. You gain one spare ball everytime you clear one screen. You gain one more spare ball if you clear the screen without mishitting (a perfect game).
3. If a cue ball lands in the pocket, the game goes back to the previous shot.
4. In a two-player game and a game against the computer, players alternate turns.
5. The game is over when you lose all the spare balls.
6. When you sink a pool ball, you score (RATE) x (the number of the ball) x 10 points, and your rate increases by one point. (* If you also sink the cue ball, you do not gain points.)
7. When you sink two or more balls at one shot, your rate increases further. If you fail, your rate goes back to one (1).
8. When your rate increases 20, 25, 30, 35, or more, you gain a spare ball each time.

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